# BASICS & BEYOND, inc.

BOX 10 • AMAWALK, N.Y. 10501

# MICROCOSM I

Thanks for your inquiry!  Quite likely there are two questions in your mind about our product.  We'll attempt to answer those concisely and in detail.

First, why is Microcosm I so inexpensive compared to other packages or individual programs now being offered by the industry?  The answer is simple: we want you to get to know us and we're making every effort to encourage you to see for yourself that Basics and Beyond produces high quality, educational, recreational and practical programs for your TRS-80 16K Level II microcomputer. We're new, but we're good.  And because you deal directly with us, we can make our savings yours.  We can't rest on our laurels as other companies might; we have to prove ourselves to you and we are confident that Microcosm I can rival any programs in the field.  We are willing to try for less than 67¢ per program.

Second, what's in it?  Microcosm I is a package of 30 programs that have been carefully written, user tested and fully debugged.  They are not retyped listings of very old programs that are labeled "creative" rather than histor-ical.  Neither are they "instant."  They are well documented, original programs which make use of many TRS-80 features.  For $19.95 you will receive a package of 30 programs on two cassettes in a hard cover storage case (for your book-shelf) and a 24 page user's handbook.  Microcosm I represents a new industry standard; the need to spend several dollars per program has been eliminated.

Following is a brief description of each program in Microcosm I:

GAMES

1.  Eliminate- a challenging strategy game in which the computer is a formi-dable opponent.

2.  Atlantis- a super simulation for thinkers and planners who must save the island of Atlantis from impending disaster by properly directing the activities of the population.

3.  Fake-out- a fascinating card game that matches your nerve and ability to deceive against that of the computer.

4.  Match-em- a memory game for two players that is conducted at any one of three very different skill levels.

5.  Challenge Match-em- similar to Match-em except your opponent is the computer.

6.  News Photographer- Fantastic graphics!  You're the photographer and you've got just seconds to get "the shot" of a moving subject.

7.  Driver- pit your skills as a driver of a high speed automobile against a very difficult track.

8.  Wipe-out- how gutsy a gambler are you?  You'll find out with this high tension game of chance and logic.

9.  South Pole- our best simulation challenge.  By using your instinct and making sound decisions, you begin to explore the unfamiliar territory of earth's most mysterious region.

## EDUCATION

10. Divisor- though disguised as a game, this program is an excellent exercise for those learning to divide, those learning factoring with integers and those long familiar with these concepts looking for a recreational challenge.

11. Music Transposition- select two keys and this program will transpose an entire piece of music for you!  For practical and reviewing use.

12. Math Tables Drill- a practice program to help those learning arithmetic. 20 problems per "game" will test multiplication, addition, subtraction, and division.

13. Country-Guess- Very impressive!  Select any country in the world and the computer will be able to guess your country after asking only a few questions

14. Spelling Drill- spelling test coming up?  Do you have trouble spelling the same words time and again?  If so, just enter your words once and the drill will help you learn.

15. Spelling-Review- Similar to the drill except the computer selects the words you must spell from carefully researched "problem words."

## DIAGNOSTICS

16. 16K Memory Test- will exercise all unused locations in 16K of memory and report those locations at which there appears to be a problem.  A handy tool for the user who suspects a memory error.

17. Instruction Test- if the firmware of your TRS-80 has been damaged in any way that might affect the execution of BASIC statements, this test will help verify the presence of the problem.

## HOME

18. Flowering Houseplants- Is there a corner of your house where nothing seems to grow? Just enter your conditions and the computer will supply a list of plants which can survive in your environment, or enter a specific plant and the computer will describe the ideal growing conditions.

19. Metric Conversion- Still troubled by those metric tables? This very clever program will help you solve many different conversion problems.

20. Mortgage- When should you buy a new home? This program calculates just what those fluctuating mortgage rates will mean to you each month.

21. Home Insurance- gives you an initial estimate of how much insurance is enough to actually replace your home if the worst should happen.

22. Calories-Foods- contains the caloric values of over 250 of the most common foods. Enter the foods and the computer will display the total caloric content of your meal!

23. Calories-Ingredients- will help the cook determine what each recipe will produce when foods are combined. Dieters, cheer up!

    Checkbook Balancing- a simple program to rid you of those balancing blues we all face occasionally. Give it a try!

## JUST FOR FUN

25. Magic Squares- De La Loubere, in 1693, devised a fascinating mathematical method wherein squares are generated in which the numbers in each row, each column and each diagonal all will total the same sum. Can you determine a procedure for making magic squares without the computer?

26. Factorials- Most calculators lack the accuracy needed to calculate factorials larger than 13. This program can calculate factorials as large as 2000! which contains 5736 digits.

27. Biorhythms- Many people believe that a person's physical, emotional and intellectual conditions vary on three regular cycles that start at the moment of birth. This program displays each of these cycles during any 32 day period you specify. It's fun to see where you are at any given time; it might even help you plan a vacation.

28. Morse Code- a drill and practice program in this most universal code.

29. Remainder- just might divert a mathmetician! Choose any integer from 1 to 15,000 and the computer will correctly guess the integer after asking only five or fewer questions. Be prepared for some razzle dazzle from your computer.

30. Day of the Week- On what day were you born? On what day was July 4, 1776.? This program will give you the day of any date after Jan. 1, 1600. It just might come in handy.

   To order Microcosm 1, send your $19.95 check or money order to Basics and Beyond. There is no charge for postage and handling. If you prefer, send your Visa or Mastercharge data and we'll take it from there. (New York residents include 5% sales tax). Let us hear from you after you use Microcosm 1. We want to continue to provide programs you want!

                    Basics and Beyond
                    Pinesbridge Road Box 10
                    Amawalk, NY 10501
                    914-962-2355

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